

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

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1. (Currently amended) ~~A~~ In a real time interactive graphics system, a method for morphing and displaying a texture-mapped object comprising:

pre-decomposing at least some texels of a texture map representing a 2D image into respective texel color components;

predetermining, based on said decomposed texture map and target texel color component states defined by a target ~~morph~~-texture map defining a target morph texture map providing a target 2D image, at least one incremental morph parameter corresponding to said respective texel color components,

using said incremental morph parameter during real-time imaging to incrementally interpolate said texel color components toward target texel color component states through at least one intermediate morph texel color component state to provide a morphed texture map representing a morphed 2D image; and

displaying an image based at least in part on said intermediate morph texel color state by texture mapping said morphed texture map to apply said morphed 2D image onto a surface of said object,

wherein said incrementally interpolating comprises repetitively adding said predetermined incremental morph parameter to said predetermined texel components to

produce a corresponding sequence of intermediate morph texel component states defining morphed texture maps representing 2D images.

Claim 2 previously canceled without prejudice or disclaimer.

3. (Original) A method as in claim 1 wherein said incrementally interpolating comprises using an integer arithmetic calculation to repetitively increment or decrement said plural texel components based on said predetermined incremental morph parameter.

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4. (Previously amended) A method as in claim 1 wherein said predetermining calculates said incremental morph parameter as the amount of change in said texel components for each successive time period within a morphing procedure, and said incrementally interpolating changes said texel components in response to the integer portions of said incremental morph parameters.

5. (Previously amended) A method as in claim 4 wherein said successive time periods comprise image frame times.

6. (Previously amended) A method as in claim 4 wherein said incrementally interpolating conditions said change in said texel components based on which of said successive time periods has occurred within said morphing procedure to minimize the number of calculations required to morph said texture.

7. (Previously amended) A method as in claim 4 further including selectively adding integers to or subtracting integers from said integer portions to reduce approximation errors in the context of integer arithmetic operations.

8. (Previously amended) A method as in claim 1 wherein said incremental interpolation comprises incrementing or decrementing said texel components by integer approximations of said determined morph parameters, and compensating for approximation errors by performing at least one floating point operation to set said texel components to target texel component values.

9. (Previously amended) A method for morphing and displaying a texture comprising:

pre-decomposing at least some texels of a texture map into respective texel color components;

predetermining, based on said decomposed texture map and target texel color component states defined by a target morph texture map defining a target morph texture, at least one incremental morph parameter corresponding to said respective texel color components,

using said incremental morph parameter during real-time imaging to incrementally interpolate said texel color components toward target texel color component states through at least one intermediate morph texel color component state; and

displaying an image based at least in part on said intermediate morph texel color state,

wherein said incrementally interpolating comprises repetitively adding said predetermined incremental morph parameter to said predetermined texel components to produce a corresponding sequence of intermediate morph texel component states;

wherein said incremental interpolation selectively interpolates said texel components based on an interlace factor.

10. (Previously amended) A method for morphing and displaying a texture comprising:

pre-decomposing at least some texels of a texture map into respective texel color components;

predetermining, based on said decomposed texture map and target texel color component states defined by a target morph texture map defining a target morph texture, at least one incremental morph parameter corresponding to said respective texel color components,

using said incremental morph parameter during real-time imaging to incrementally interpolate said texel color components toward target texel color component states through at least one intermediate morph texel color component state; and

displaying an image based at least in part on said intermediate morph texel color state,

wherein said incrementally interpolating comprises repetitively adding said predetermined incremental morph parameter to said predetermined texel components to produce a corresponding sequence of intermediate morph texel component states;

further including conditioning said incremental interpolation step based on an interlace factor.

11. (Previously amended) A method as in claim 1 further including calculating a frame counter corresponding to said texel components, and selectively incrementing or decrementing said texel components in response to said frame counter.

12. (Previously amended) A method as in claim 1 further including the preliminary step of storing said decomposed texel components in separate texel component arrays.

13. (Previously amended) A method as in claim 12 wherein said texel components comprise red, green and blue color values and an alpha value.

14. (Currently amended) A real time interactive graphics system for morphing and displaying a texture-mapped object comprising:

a color decomposer that pre-decomposes at least some texels of a texture map representing a 2D image into respective texel color components;

a predeterminer that predetermines incremental texture component morph parameters based on said decomposed texels and target morph texture texel color component states defined by a target texture map representing a target 2D image,

an incremental interpolator that incrementally interpolates, in response to said predetermined incremental morph parameters, said texel components toward said target texel color component states through at least one intermediate morph texel component state to provide a morphed texture map representing a morphed 2D image; and

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a real-time image generator that generates a display based at least in part on said intermediate morph texel component state by texture mapping said morphed texture map to apply said morphed 2D image onto a surface of an object in real time response to user inputs,

wherein said incremental interpolator repetitively adds said incremental morph parameters to the texel components to produce a corresponding sequence of intermediate morph texel component states defining morphed texture maps representing 2D images.

Claim 15 previously canceled without prejudice or disclaimer.

16. (Original) A system as in claim 14 wherein said incremental interpolator comprises an arithmetic calculator that performs a repetitive integer arithmetic calculation to repetitively increment or decrement said plural texel components based on said determined incremental morph parameters.

17. (Previously amended) A system as in claim 14 wherein said incremental interpolator calculates said incremental morph parameter as the amount of change in said texel components for each successive time period within a morphing procedure, and changes said texel components in response to the integer portion of said incremental morph parameters.

18. (Original) A system as in claim 17 wherein said successive time periods comprise image frame times.

19. (Previously amended) A system as in claim 17 wherein said incremental interpolator conditions said change in said texel components based on which of said successive time periods has occurred within said morphing procedure to as to reduce the number of calculations required to morph said texture.

20. (Previously amended) A system as in claim 17 further including an adder that selectively adds or subtracts 1 relative to said integer portion to minimize approximation errors in the context of integer arithmetic operations.

21. (Previously amended) A system as in claim 14 wherein said incremental interpolator increments or decrements said texel components by integer approximations of said determined morph parameters, and compensates for approximation errors by performing at least one floating point operation to set said texel components to a target texel component value.

22. (Previously amended) A system for morphing and displaying a texture comprising:

a color decomposer that pre-decomposes at least some texels of a texture map into respective texel color components;

a predeterminer that predetermines incremental texture component morph parameters based on said decomposed texels and target morph texture texel color component states,

an incremental interpolator that incrementally interpolates, in response to said predetermined incremental morph parameters, said texel components toward said target texel color component states through at least one intermediate morph texel component state; and

a real-time image generator that generates a display based at least in part on said intermediate morph texel component state,

wherein said incremental interpolator repetitively adds said incremental morph parameters to the texel components to produce a corresponding sequence of intermediate morph texel component states;

wherein said incremental interpolator selectively interpolates said texel components based on an interlace factor.

23. (Previously amended) A system for morphing and displaying a texture comprising:



a color decomposer that pre-decomposes at least some texels of a texture map into respective texel color components;

a predeterminer that predetermines incremental texture component morph parameters based on said decomposed texels and target morph texture texel color component states,

an incremental interpolator that incrementally interpolates, in response to said predetermined incremental morph parameters, said texel components toward said target texel color component states through at least one intermediate morph texel component state; and

a real-time image generator that generates a display based at least in part on said intermediate morph texel component state,

wherein said incremental interpolator repetitively adds said incremental morph parameters to the texel components to produce a corresponding sequence of intermediate morph texel component states;

further including a conditioner that conditions said incremental interpolation based on an interlace factor.

24. (Original) A system as in claim 14 further including a frame counter corresponding to said texel component, and wherein said incremental interpolator selectively increments or decrements said texel component in response to said frame counter.

25. (Original) A system as in claim 14 further including a separate array storing said texel component arrays.

26. (Previously amended) A system as in claim 25 wherein said texel components comprise red, green or blue color values and an alpha value.

27. (Currently amended) An efficient ~~texture-morphing~~ method for morphing and displaying ~~textures~~ texture-mapped objects using a real-time interactive 3D graphics system including user-manipulable controls, said system displaying at least one 3D texture-mapped object based at least in part on a morphed texture map comprising plural texels defining a texture image, said texture morphing method including:

(a) before real time imaging, pre-decomposing said texture map representing said 2D image into plural texel components and precalculating incremental morph parameter values for the texel components;

(b) during real-time imaging, incrementally changing the values of said plural texel components over time based on said calculated incremental morph parameter values to provide morphed texture maps representing morphed 2D images; and

(c) during real-time imaging, generating images in real time based at least in part on said incrementally-changing texel component values by texture mapping said morphed texture maps to apply said morphed 2D images onto at least one 3D object surface in real time response to user operation of said controls,

wherein said incrementally changing step repetitively adds said calculated incremental morph parameter values to the texel components to produce a corresponding sequence of intermediate morph texel component states defining morphed texture maps representing 2D images.

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28. (Previously amended) An efficient texture morphing method for morphing and displaying textures using a real-time interactive 3D graphics system including user-manipulable controls, said system displaying at least one 3D texture-mapped object based at least in part on a morphed texture map comprising plural texels, said texture morphing method including:

(a) before real time imaging, pre-decomposing said texture map into plural texel components and precalculating incremental morph parameter values for the texel components;

(b) during real-time imaging, incrementally changing the values of said plural texel components over time based on said calculated incremental morph parameter values; and

(c) during real-time imaging, generating images in real time based at least in part on said incrementally-changing texel component values,

wherein said incrementally changing step repetitively adds said calculated incremental morph parameter values to the texel components to produce a corresponding sequence of intermediate morph texel component states;

wherein said calculating step (a) comprises calculating the value of  $\Delta r = (TC - SC) / (FR * T)$ , where SC is the source texel component value, TC is the target texel component value, FR is the frame rate and T is the morphing duration.

29. (Previously amended) An efficient texture morphing method for morphing and displaying textures using a real-time interactive 3D graphics system including user-manipulable controls, said system displaying at least one 3D texture-mapped object based at least in part on a morphed texture map comprising plural texels, said texture morphing method including:

(a) before real time imaging, pre-decomposing said texture map into plural texel components and precalculating incremental morph parameter values for the texel components;

(b) during real-time imaging, incrementally changing the values of said plural texel components over time based on said calculated incremental morph parameter values; and

(c) during real-time imaging, generating images in real time based at least in part on said incrementally-changing texel component values,

wherein said incrementally changing step repetitively adds said calculated incremental morph parameter values to the texel components to produce a corresponding sequence of intermediate morph texel component states;

wherein said incrementally changing comprises repetitively incrementing or decrementing said plural texel component values by uniform amounts at a first predetermined frequency based on the integer portion of  $\Delta r$ , and adding or subtracting a further integer value at a further predetermined frequency less than said first predetermined frequency.

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30. (Previously amended) An efficient texture morphing method for morphing and displaying textures using a real-time interactive 3D graphics system including user-manipulable controls, said system displaying at least one 3D texture-mapped object based at least in part on a morphed texture map comprising plural texels, said texture morphing method including:

(a) before real time imaging, pre-decomposing said texture map into plural texel components and precalculating incremental morph parameter values for the texel components;

(b) during real-time imaging, incrementally changing the values of said plural texel components over time based on said calculated incremental morph parameter values; and

(c) during real-time imaging, generating images in real time based at least in part on said incrementally-changing texel component values,

wherein said incrementally changing step repetitively adds said calculated incremental morph parameter values to the texel components to produce a corresponding sequence of intermediate morph texel component states;

wherein said incrementally changing comprises repetitively incrementing or decrementing said plural texel component values by uniform amounts at a first predetermined frequency based on the integer portion of  $\Delta r$ , and adding or subtracting a further integer value at a further predetermined frequency less than said first predetermined frequency; and

wherein said first and second predetermined frequencies are each based on image frame rate.

31. (Previously amended) An efficient texture morphing method for morphing and displaying textures using a real-time interactive 3D graphics system including user-manipulable controls, said system displaying at least one 3D texture-mapped object based at least in part on a morphed texture map comprising plural texels, said texture morphing method including:

(a) before real time imaging, pre-decomposing said texture map into plural texel components and precalculating incremental morph parameter values for the texel components;

(b) during real-time imaging, incrementally changing the values of said plural texel components over time based on said calculated incremental morph parameter values; and

(c) during real-time imaging, generating images in real time based at least in part on said incrementally-changing texel component values,

wherein said incrementally changing step repetitively adds said calculated incremental morph parameter values to the texel components to produce a corresponding sequence of intermediate morph texel component states;

wherein said incrementally changing comprises repetitively incrementing or decrementing said plural texel component values by uniform amounts at a first predetermined frequency based on the integer portion of  $\Delta r$ , and adding or subtracting a further integer value at a further predetermined frequency less than said first predetermined frequency; and

wherein said second predetermined frequency is based on a frame counter that counts a predetermined number of image frames.

32. (Currently amended) An efficient texture morphing method for morphing and displaying ~~textures~~ texture-mapped objects using a real time interactive 3D graphics system including user-manipulable controls, said system displaying at least one 3D object based at least in part on a morphed texture map comprising plural texels representing a

2D image, each texel comprising plural texel components, said texture morphing and display method including:

(a) before real-time imaging, pre-decomposing said texels of said texture map representing a 2D image into plural texel components and precalculating incremental morph parameter values for said texel components, including rounding down calculated incremental interpolation values to the closest integer values to provide integer results and calculating period counter values based on non-integer remainders of said calculated incremental interpolation values;

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(b) at least in partial response to user interaction with said controls, changing texel component values at a first periodic frequency based on said integer results;

(c) at least in partial response to said period counter, further changing said texel component values at a second periodic frequency less than said first periodic frequency to compensate for approximation errors introduced by step (b); and

generating an image display based at least in part on said changed and further changed texel component values by texture mapping said morphed texture maps to apply corresponding 2D images onto at least one object surface.

33. (Currently amended) In a real-time interactive graphics system including at least one user-manipulable control, a method for generating animation objects in real time by morphing a source texture map representing a 2D source image including plural texels each having plural components, into a target texture map representing a 2D target image including plural texels each having plural components, said method comprising:



(a) calculating incremental morph parameter values for texels of said first texture map, and incrementally interpolating the value of said plural texel components of said first texture map over time based on said calculated uniform incremental morph parameter values so as to morph said first texture map toward said second texture map including repetitively adding said incremental morph parameters to the texel components to produce a corresponding sequence of intermediate morphed texel component states;

(b) using an intermediate texture map generated by step (a) to texture map ~~an~~ said intermediate morphed texel component states onto a surface of at least one animation object to thereby apply a morphed 2D image onto said surface;

(c) controlling at least one of the displayed orientation and position of said texture-mapped animation object at least in part in response to user manipulation of said control; and

(d) generating an image based at least in part on said controlled texture-mapped animation object.

34. (Currently amended) A storage device for use with a real-time interactive graphics system including at least one user-manipulable control, said storage device storing information used by said system for generating animation objects in real time by morphing a source texture map representing a 2D source image including plural texels each having plural components, into a target texture map representing a 2D target image including plural texels each having plural components, said storage device comprising:

a first storage portion that stores information controlling said system to calculate incremental morph parameter values for texels of said source texture map, and to incrementally interpolate the values of said plural texel components of said first texture map over time into values of plural texel components of said target texture map by uniform integer amounts based on said calculated incremental morph parameter values so as to morph said source texture map through at least one intermediate texture map toward said target texture map;

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a second storage portion that stores information controlling said system to use texture-map said intermediate texture map to texture-map onto at least one surface of an animation object to thereby apply a morphed 2D image onto said surface; and

a third storage portion that stores information controlling at least one of the displayed orientation and position for display of said texture-mapped animation object at least in part in response to user manipulation of said control.